

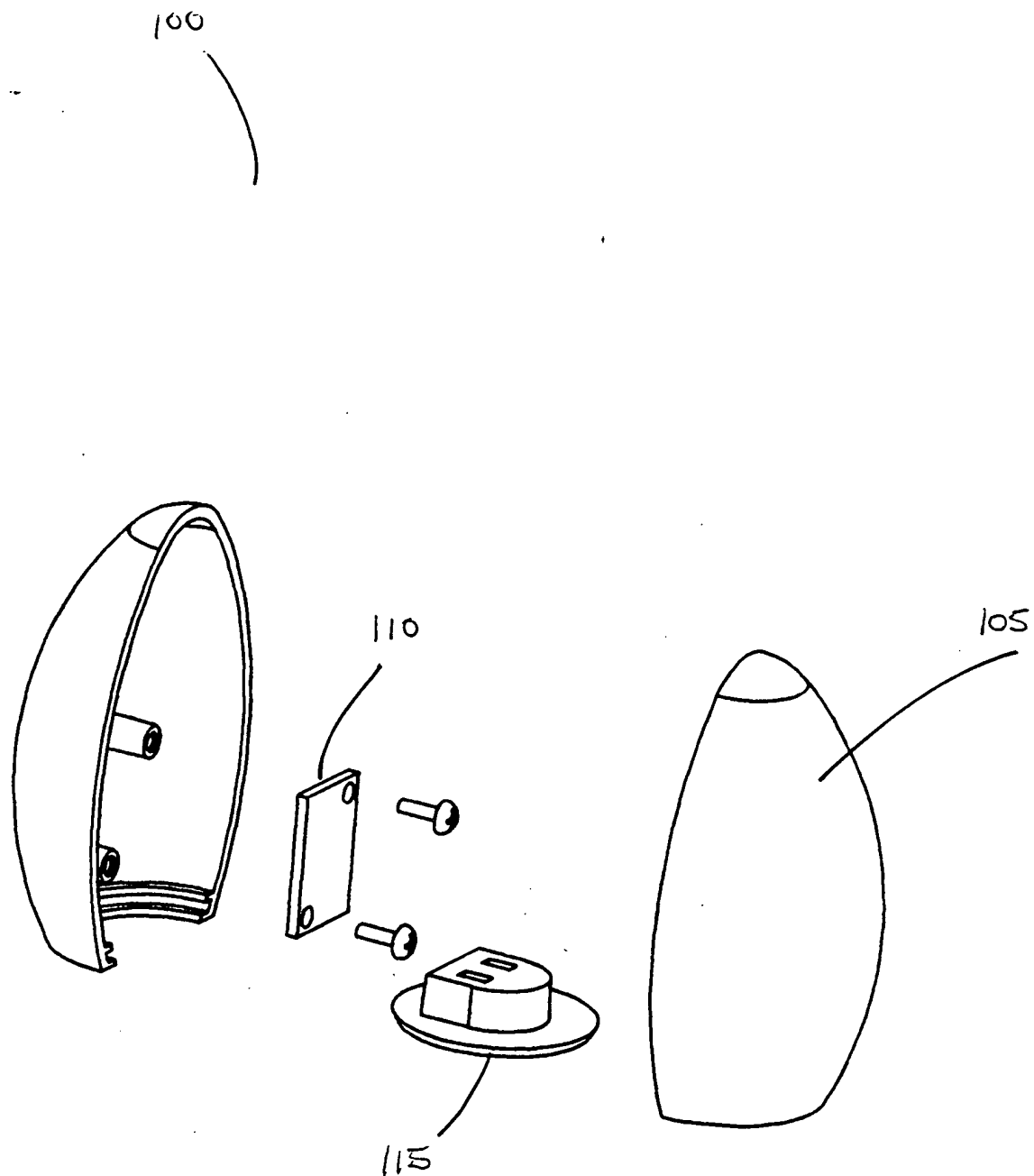
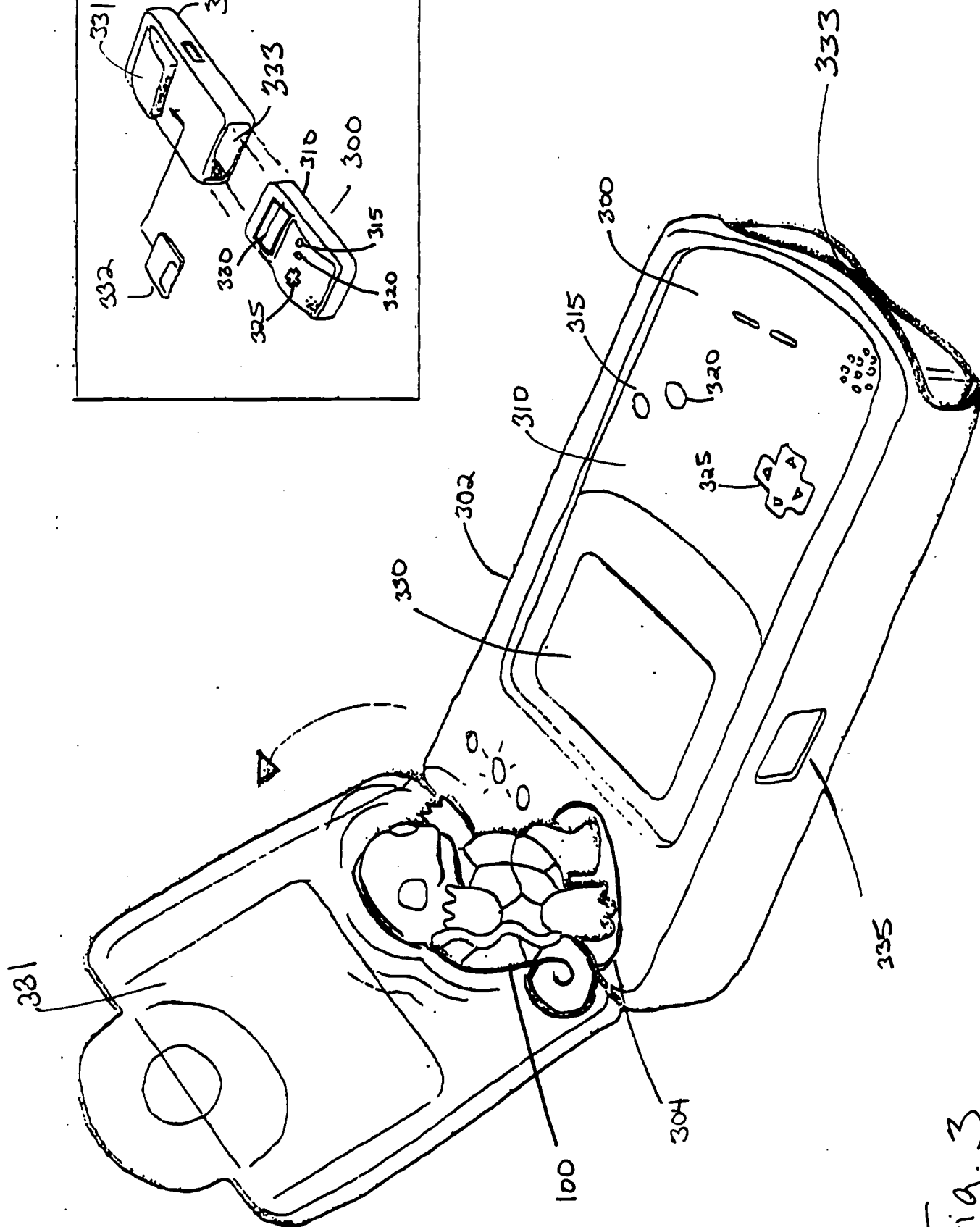
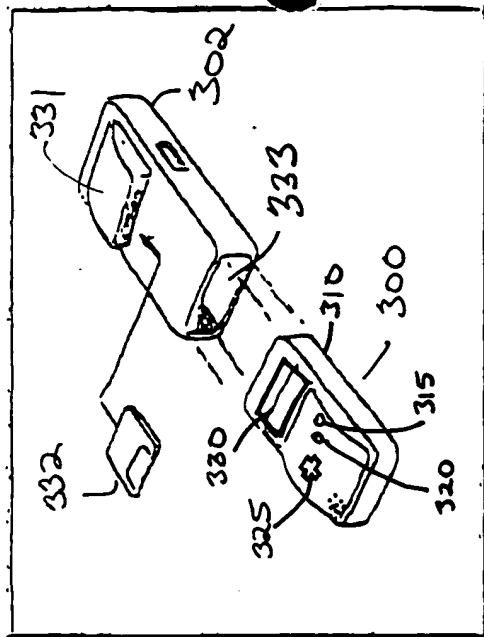
[illegible]

Fig. 1



Li₃



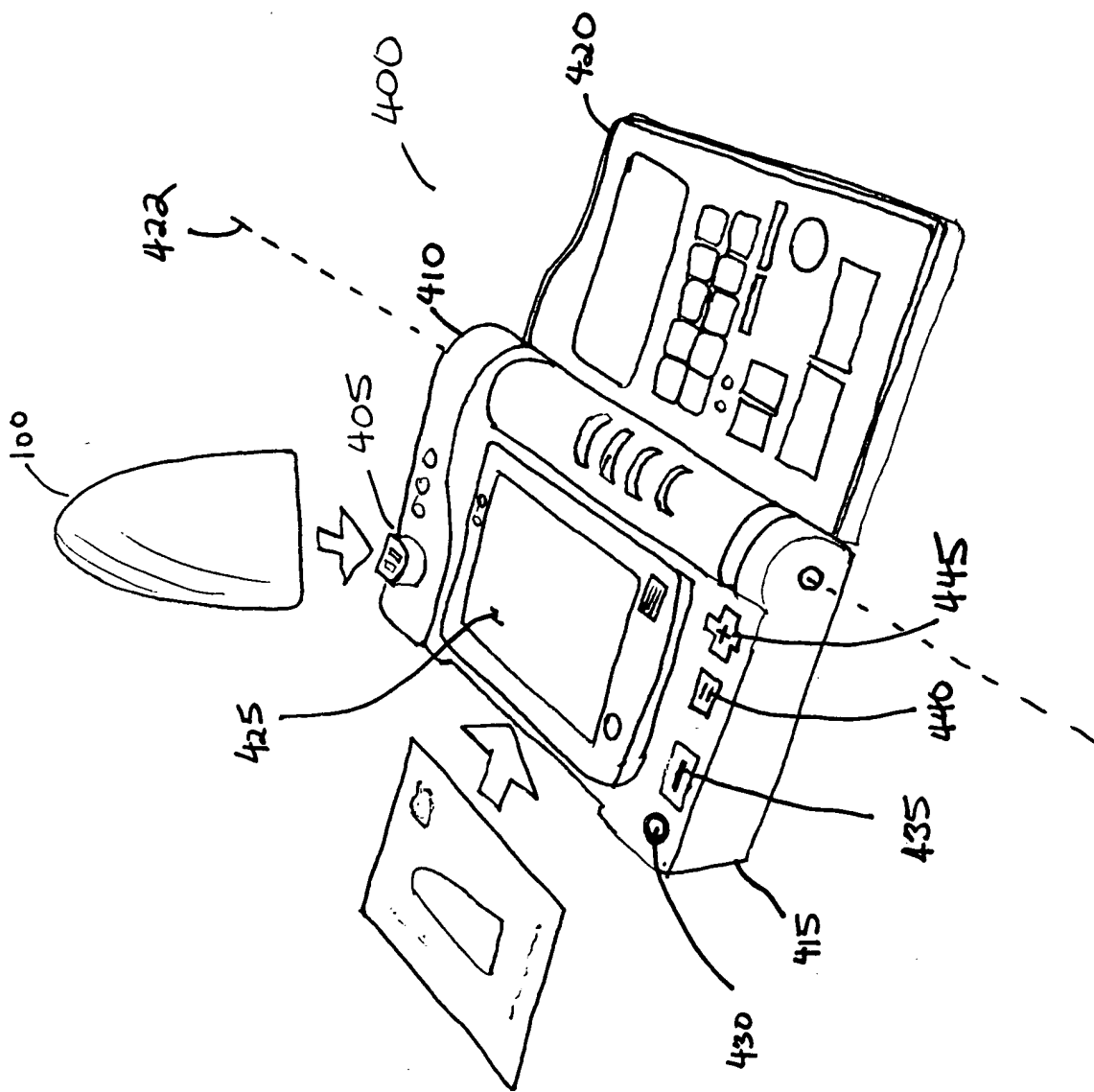
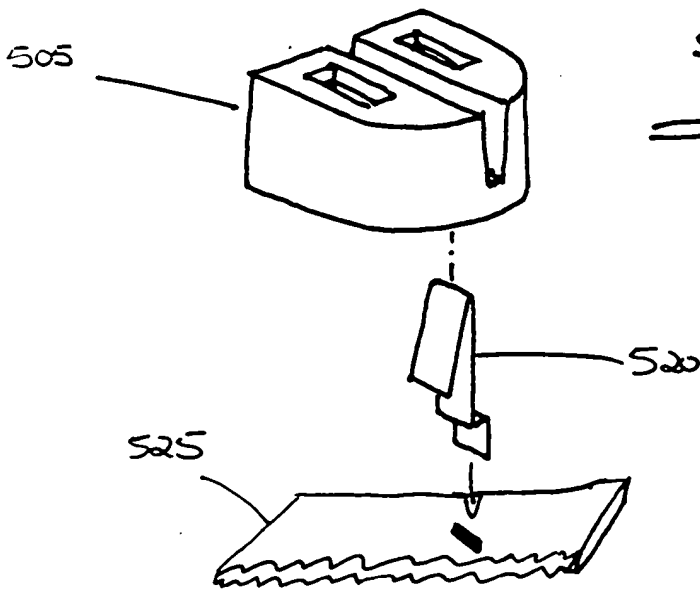
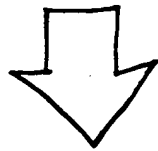
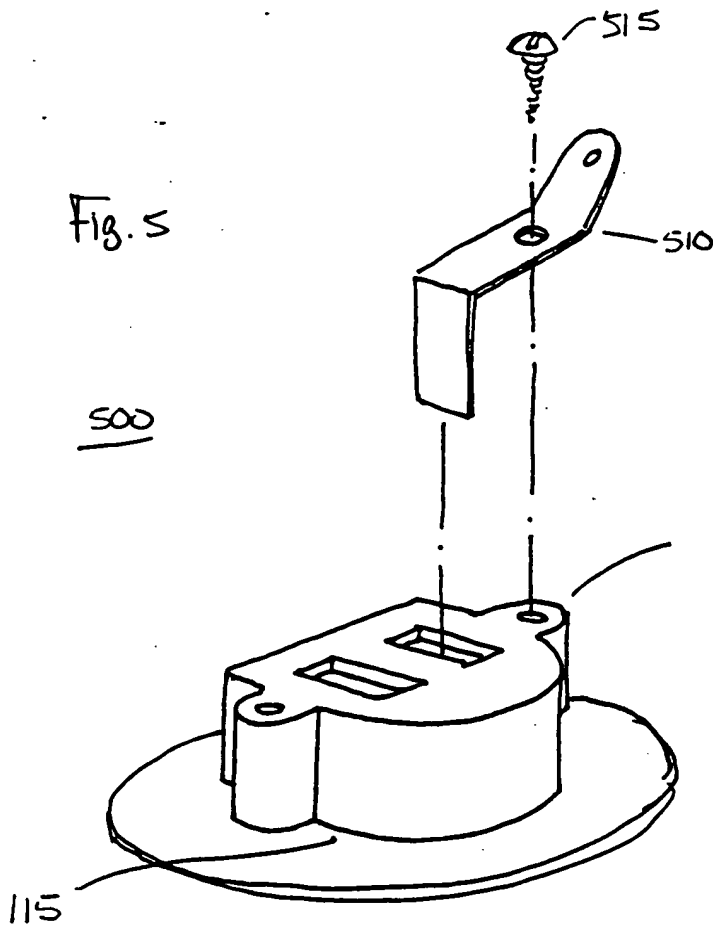


Fig. 4

Fig. 5



600

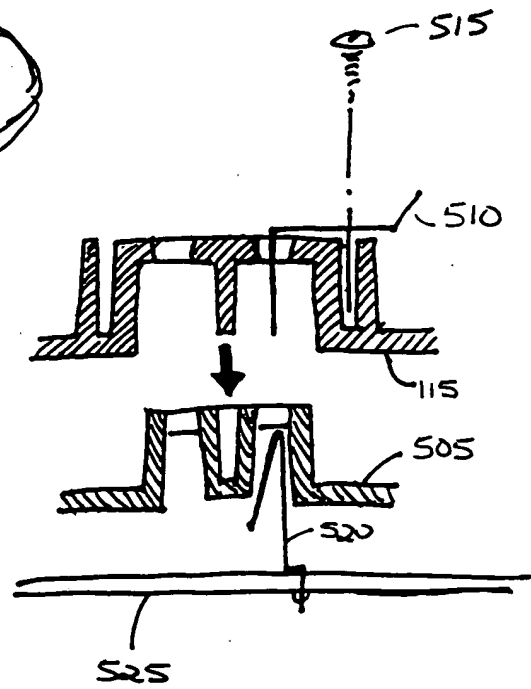


Fig. 6

200

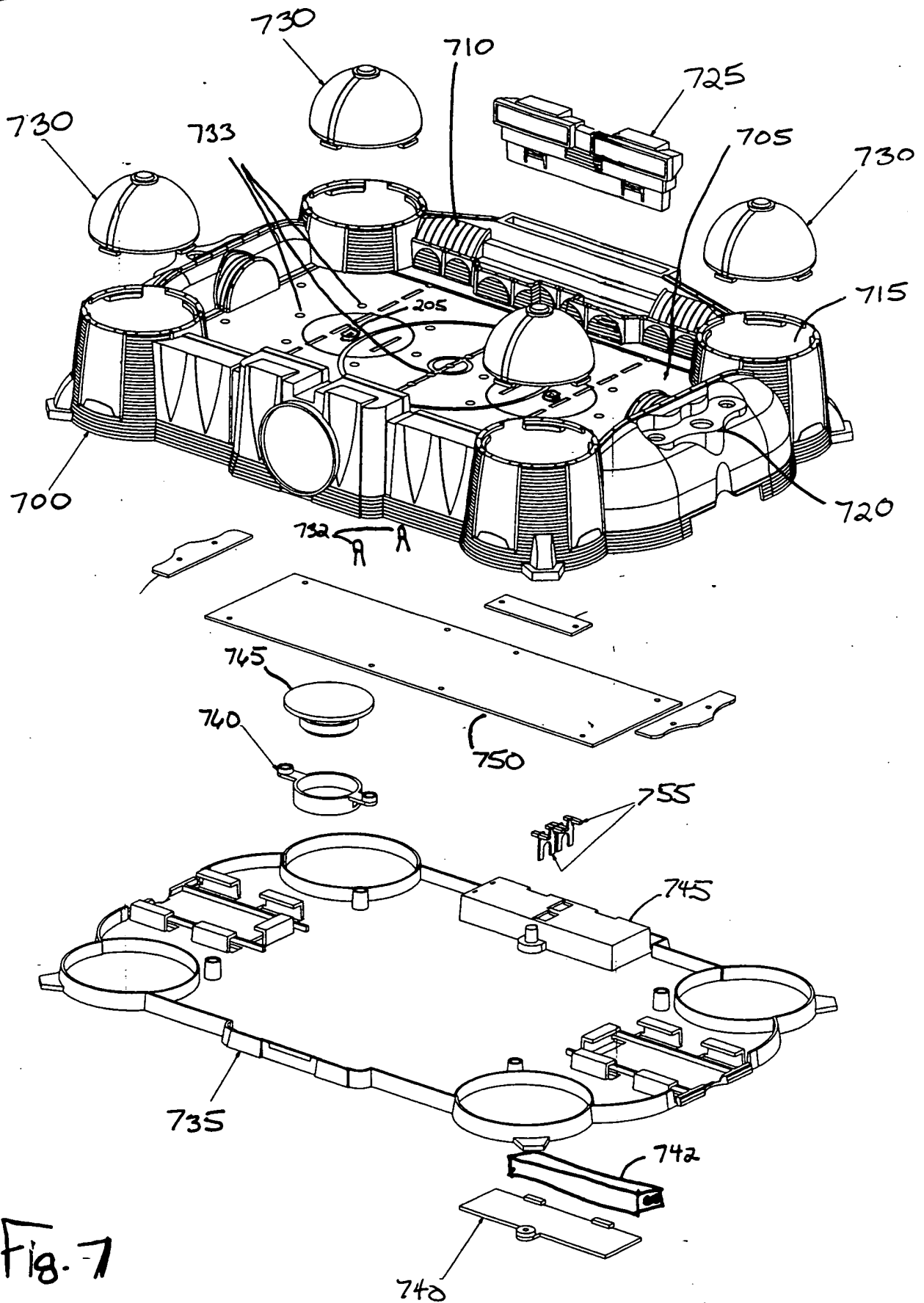
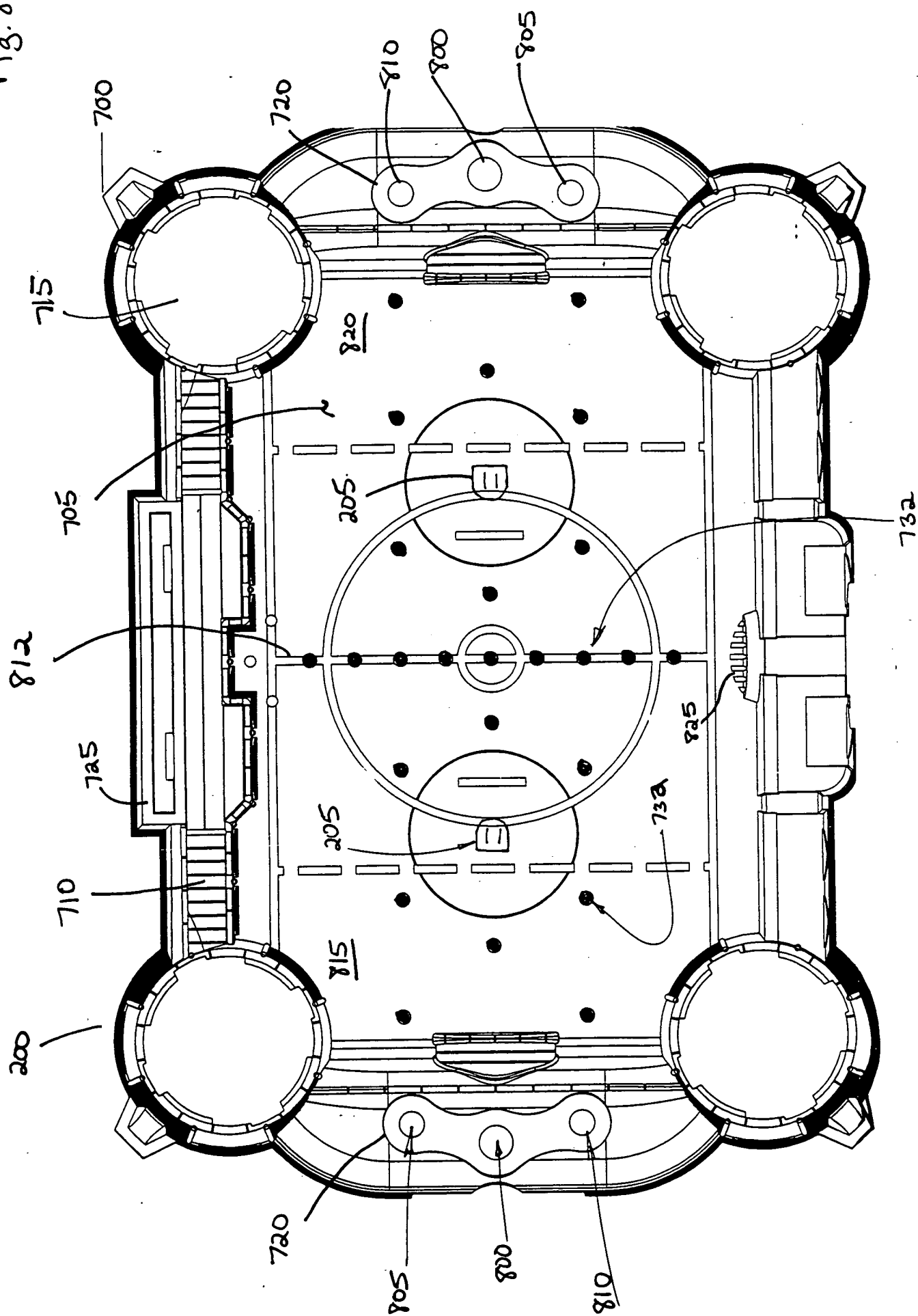


Fig. 7



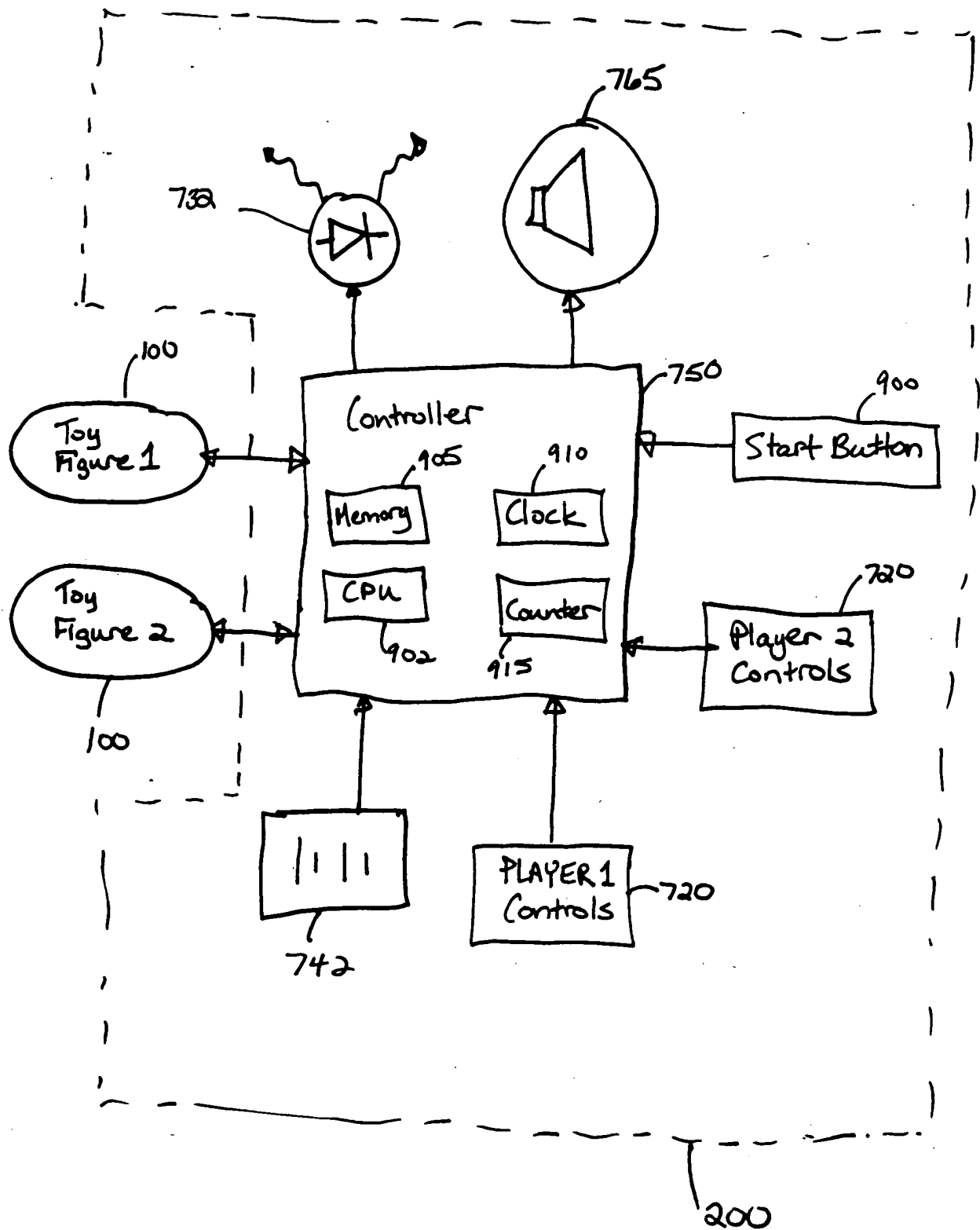
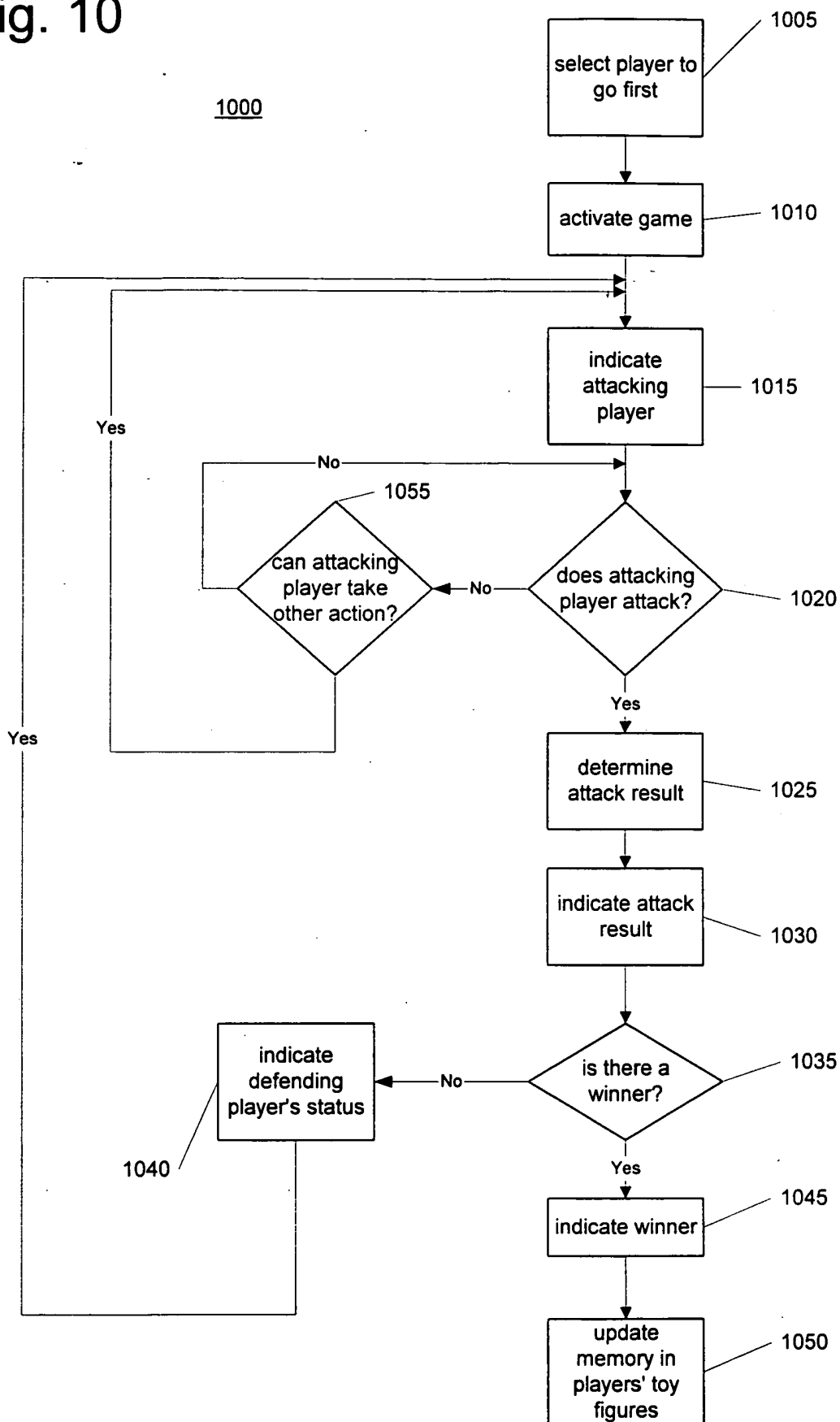
[illegible]

Fig. 9

Fig. 10



[illegible]

Fig. 11

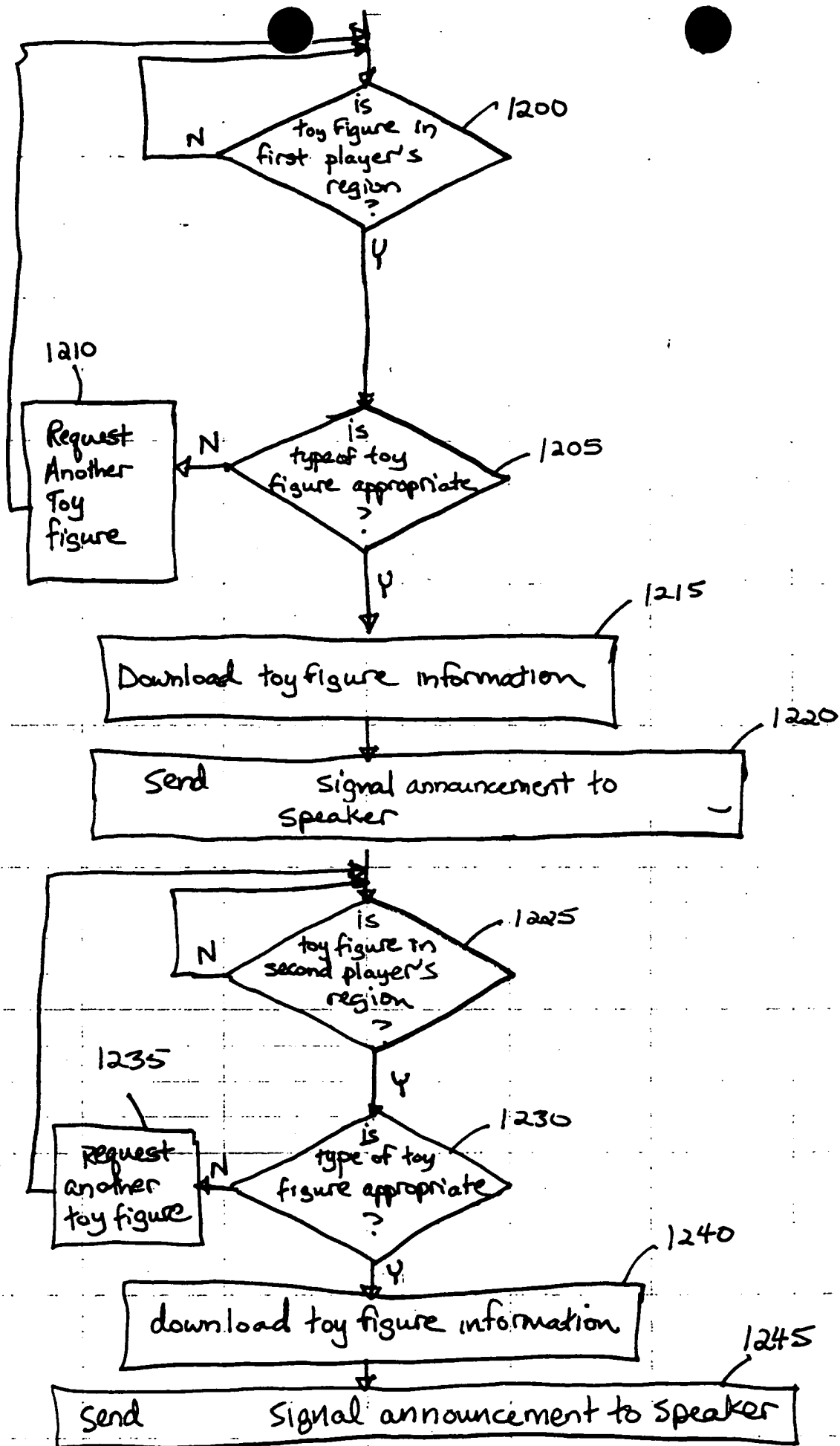


Fig. 12

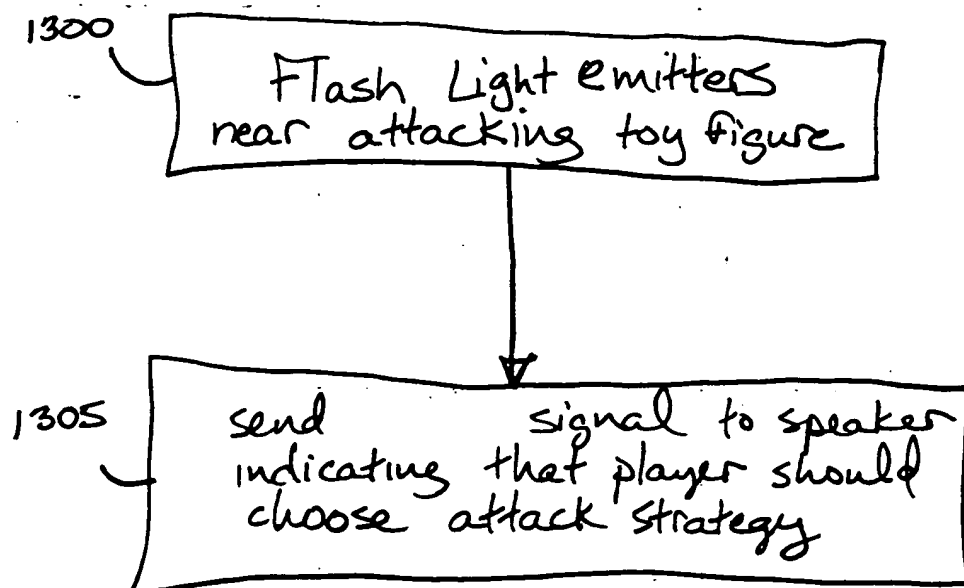


Fig. 13

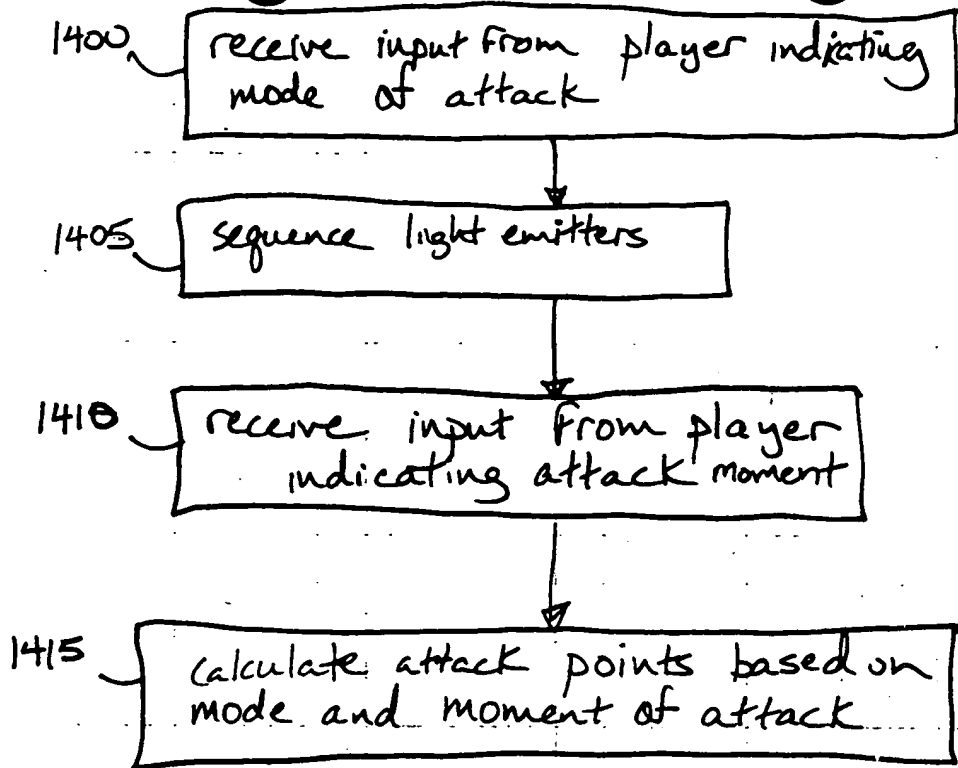


Fig. 14

1500
11515
1

1510

		Attack Mode Light Points				
	Pass #	100% (center)	70% (one out)	50% (two out)	20% (three out)	10% (four out)
Fast	1	100	70	50	20	10
	2	90	63	45	18	9
	3	80	56	40	16	8
	4	70	49	35	14	7
	5	60	42	30	12	6
	6	50	35	25	10	5
	7	40	28	20	8	4
	8	30	21	15	6	3
Slow	9	20	14	10	4	2
Times Out After 6 more cycles						

Fig. 15

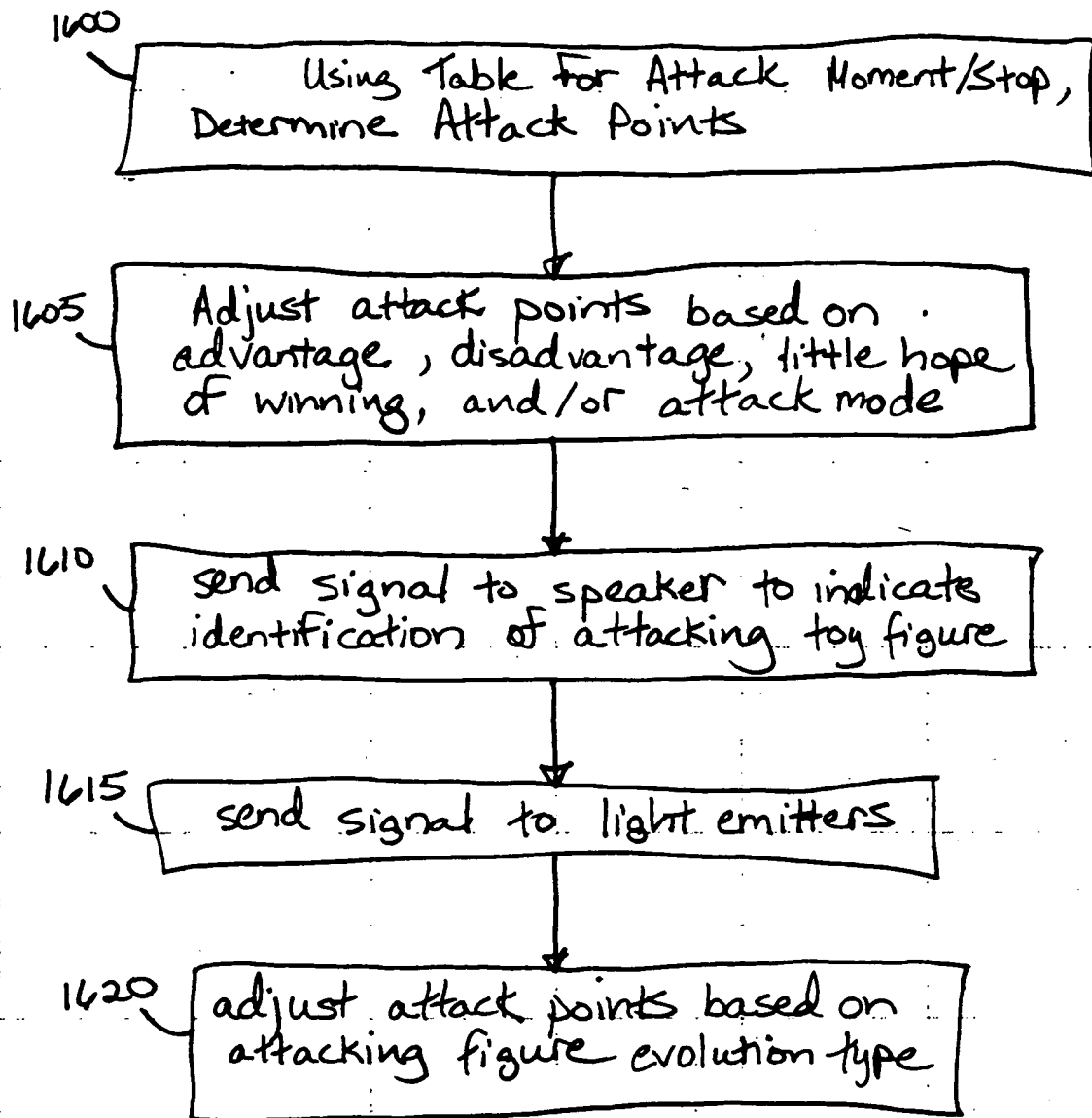


Fig. 16

1700

1710 →

1705

1710

ATTACKING POWER

	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL 1							A	A			D			
NORMAL 2					A		D		D	D	D	A	X	
FIRE	D	D		A	A						A		D	D
WATER	A	D	D	D				A				A		D
ELECTRIC		A	D	D				X	A					D
GRASS	D	A		D			D	A	D		D	A		D
ICE	D	D		A	D			A	A			A		
FIGHTING					A		D		D	D	D	A	X	
POISON				A			D	D			A	D	D	
GROUND	A		A	D			A		X		D	A		
FLYING			D	A		A				A		D		
PSYCHIC						A	A			D				
BUG	D			A		D			D	A			D	
ROCK	A				A	D		D	A		A			
GHOST										A				
DRAGON														A

"A" means attacking power has the advantage.

"D" means attacking power has the disadvantage.

"X" means attacking power has the little hope of winning.

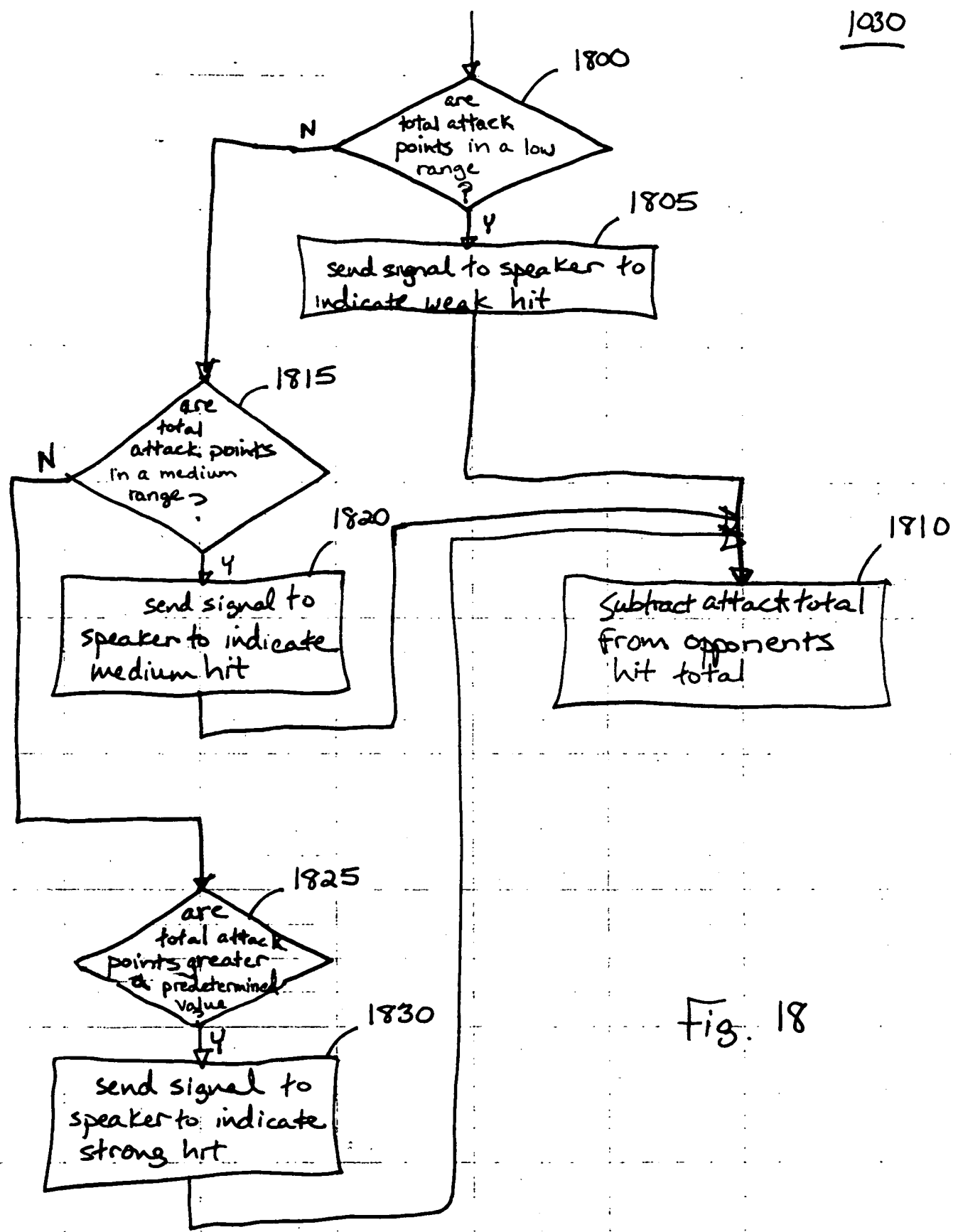


Fig. 18

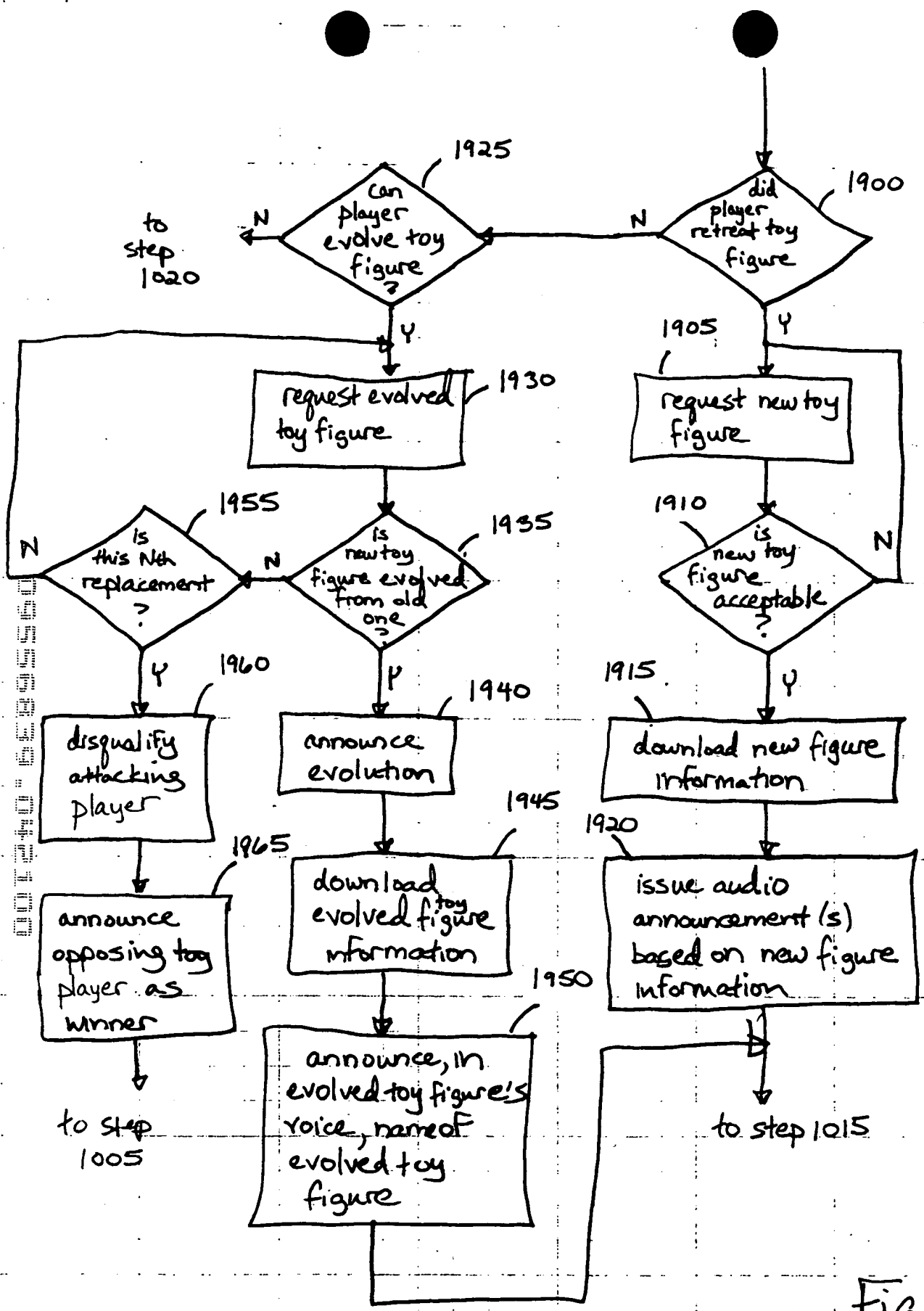


Fig. 19

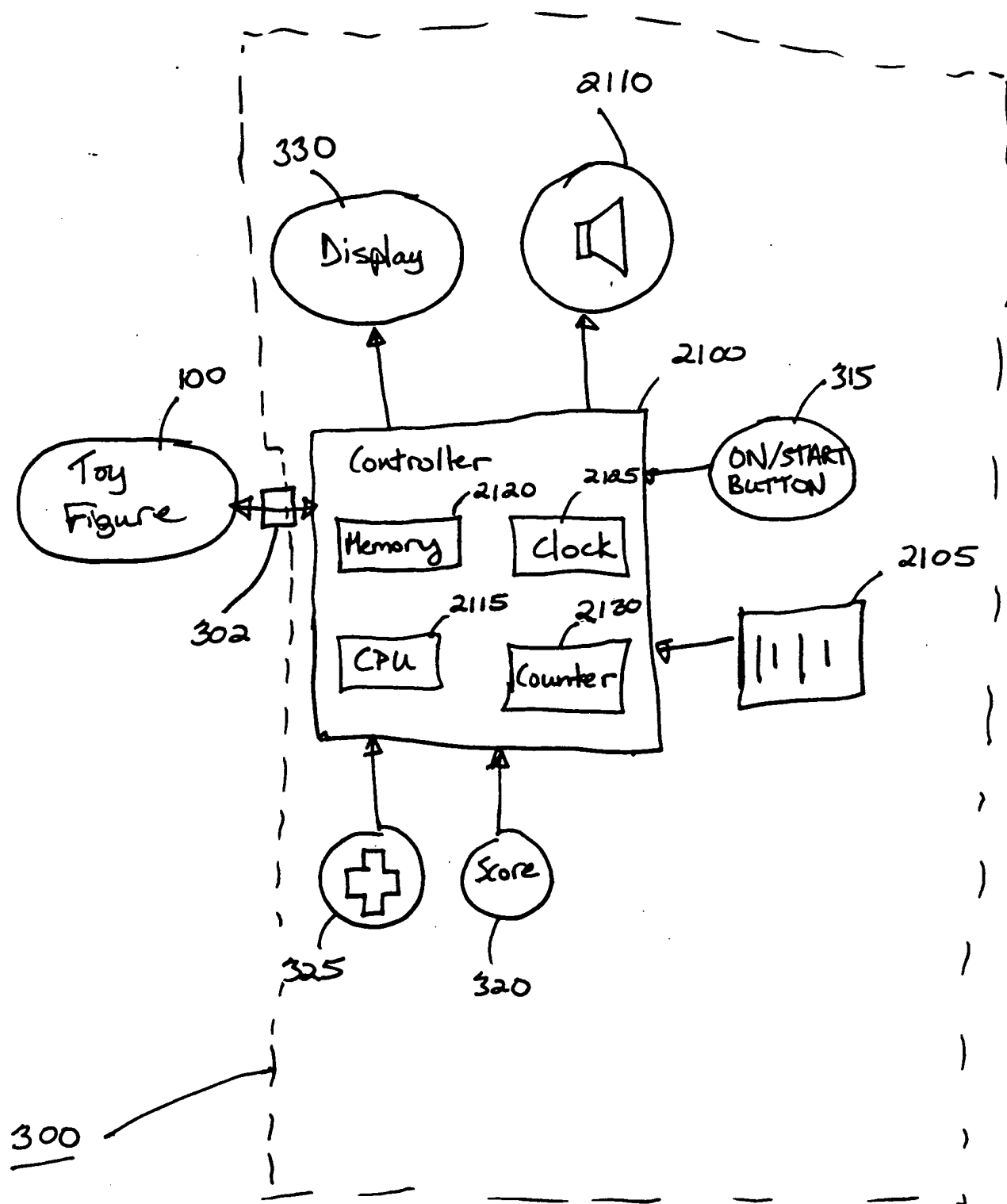


Fig. 21

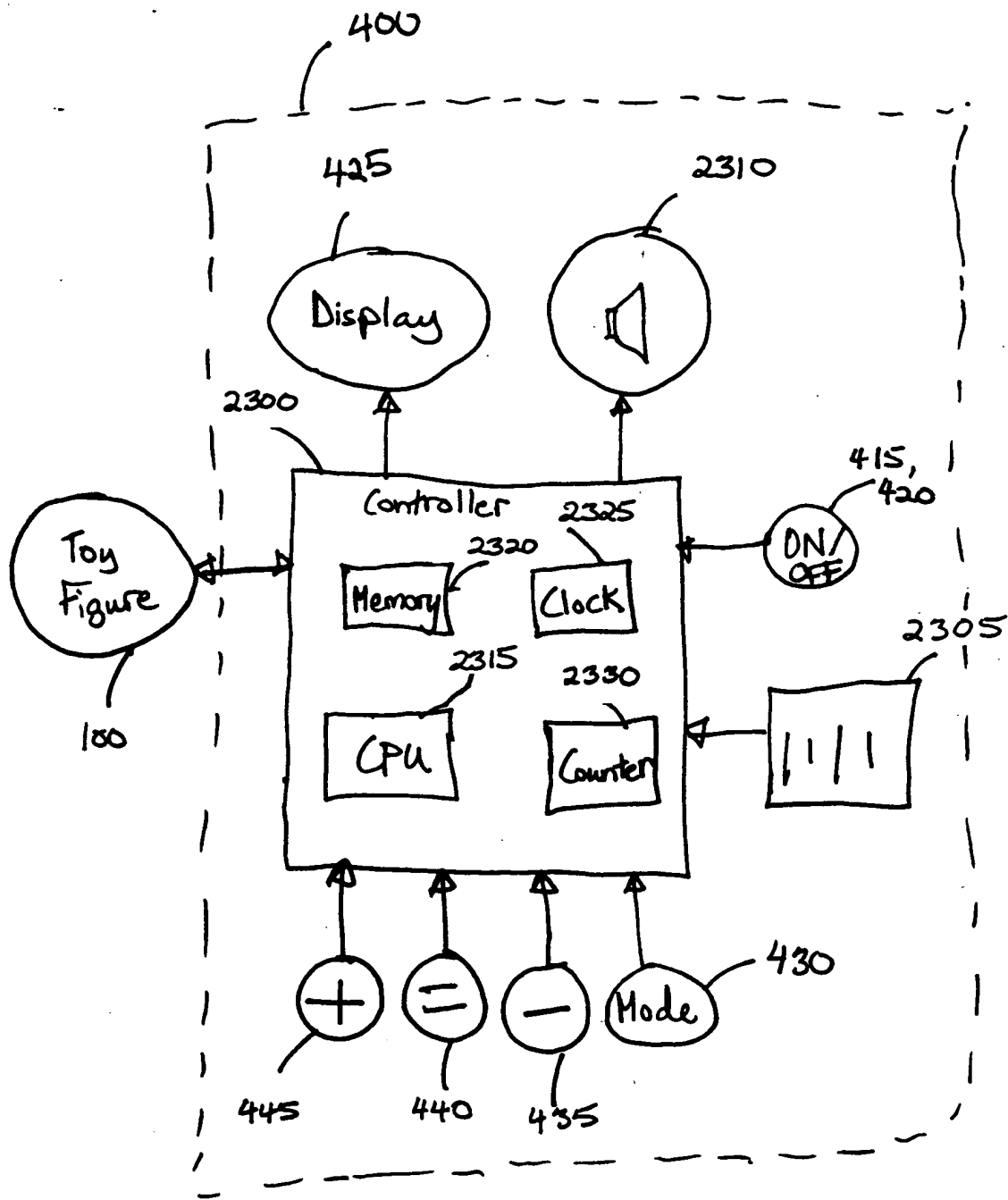


Fig. 23

001410 669560

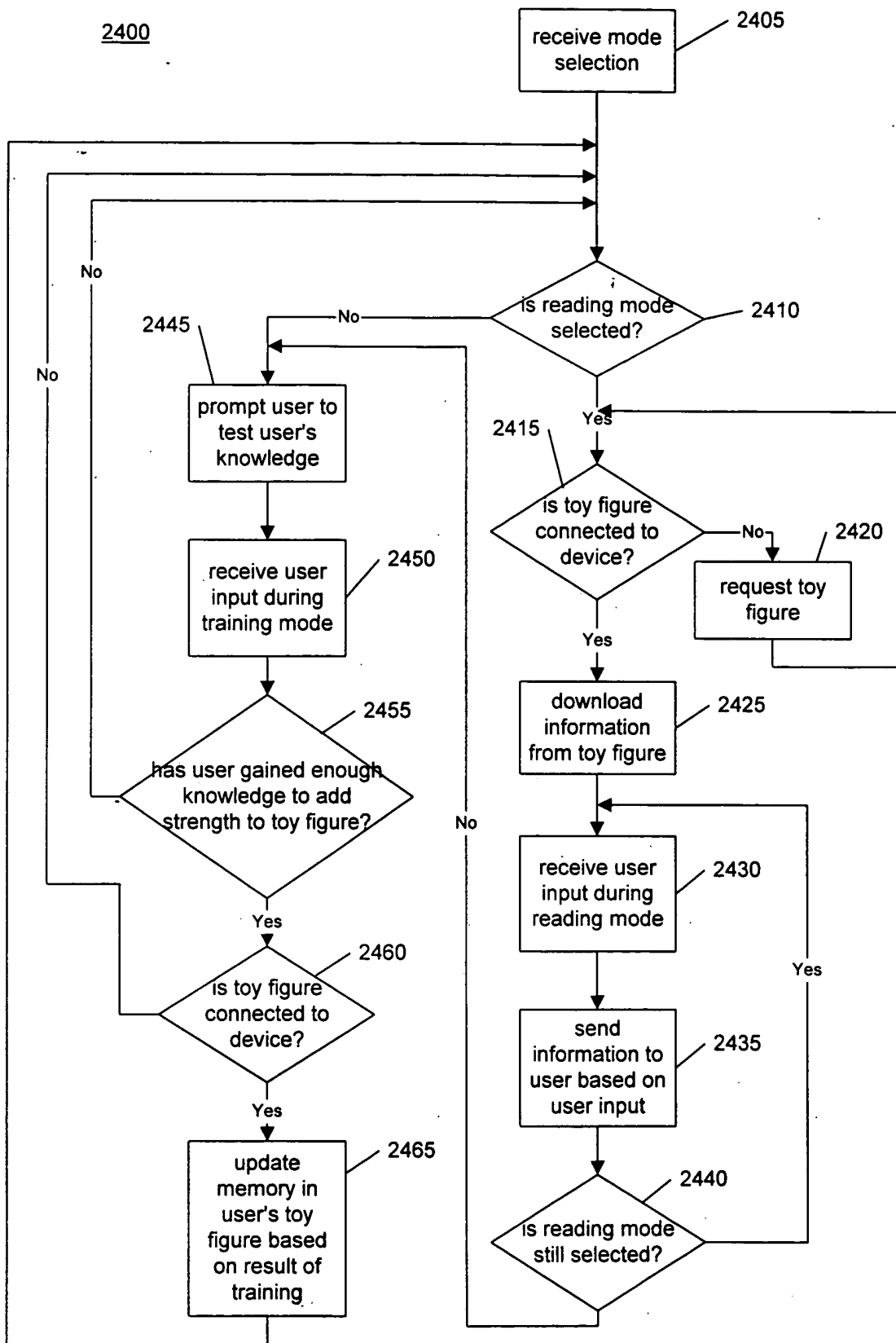


Fig. 24

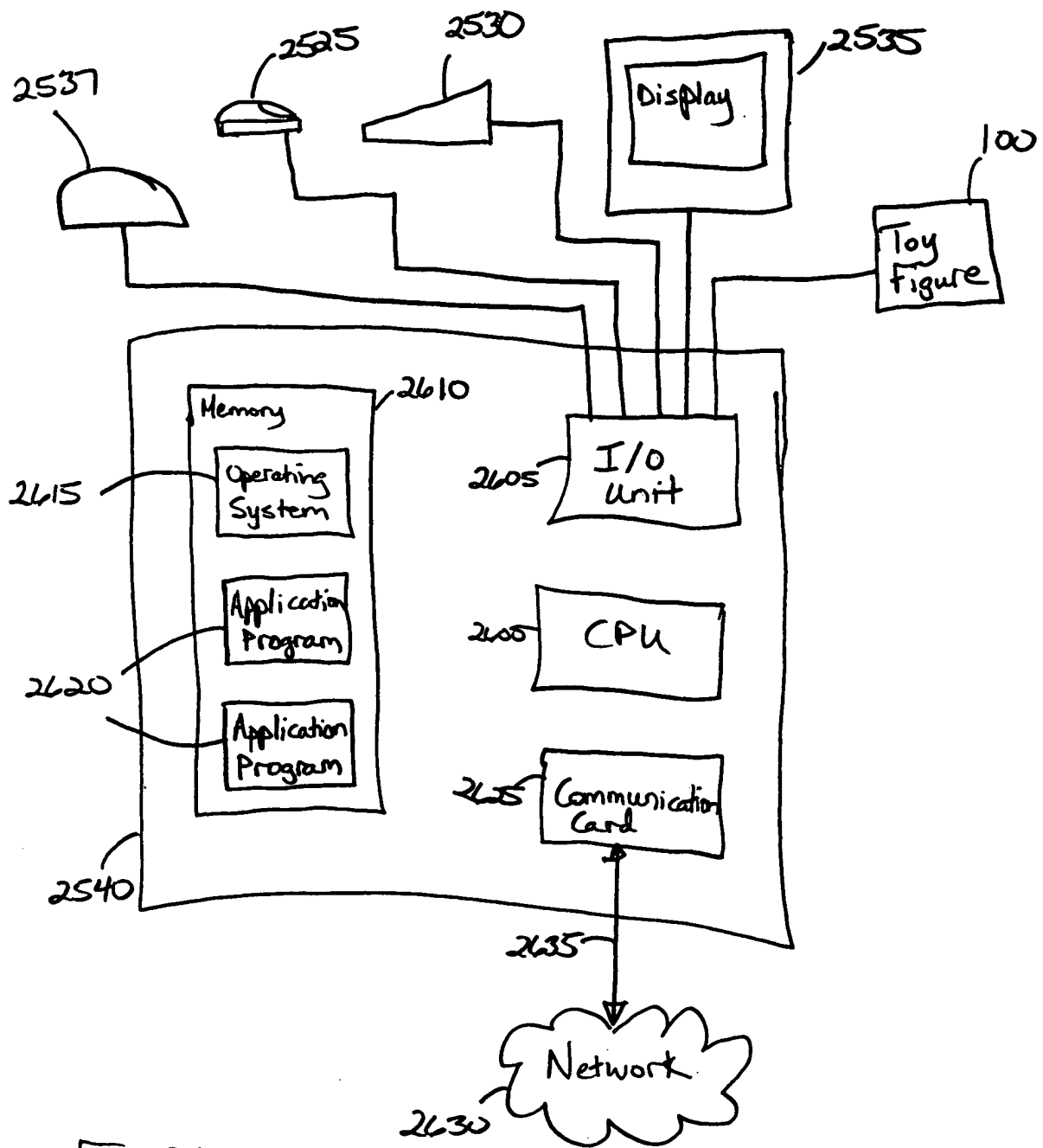


Fig. 26

Fig. 27A

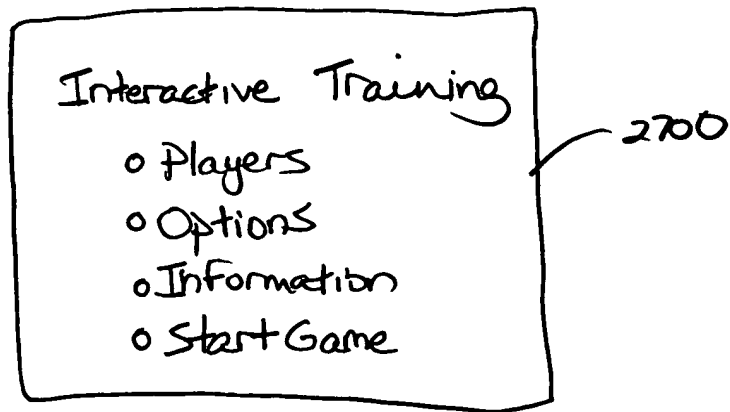


Fig. 27B

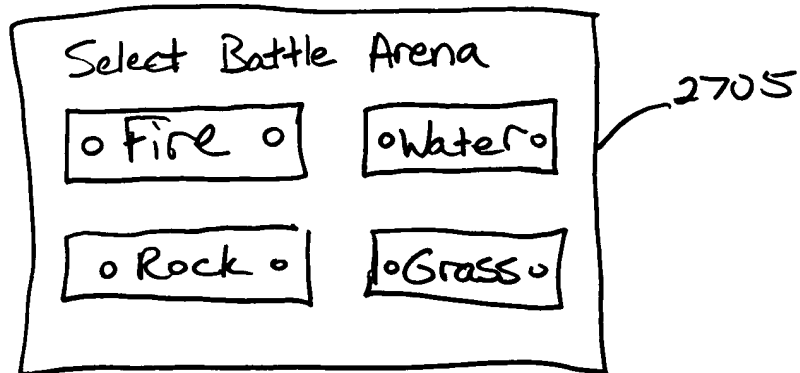


Fig. 27C

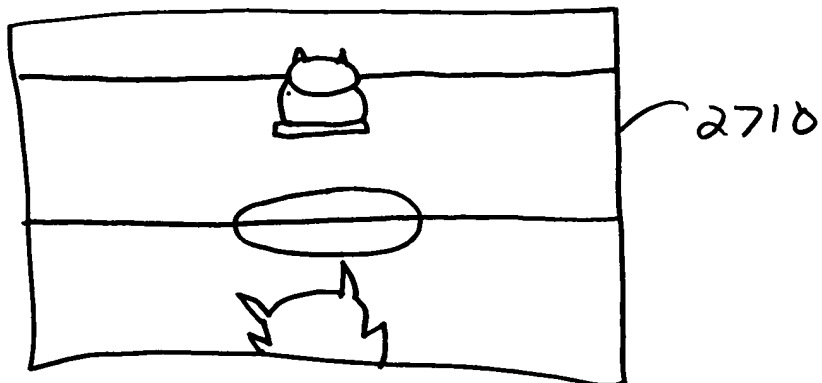


Fig. 27D

